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AMF® BOWLING 2004



MUD DUCK™

a ZeniMax Media brand

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

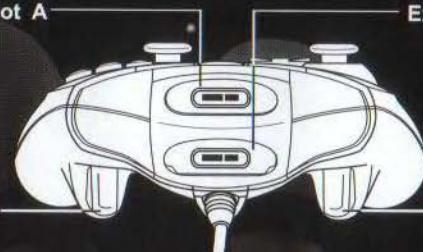
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CONTROLS

Expansion slot A



Right trigger

Expansion slot B

Left trigger

Left thumbstick



BACK button

START button

Directional pad

Right thumbstick

Y button

Pin configuration

X button

Oil pattern

B button

Switch balls

A button

Bowl ball

Left thumbstick

Adjust ball placement

Directional pad

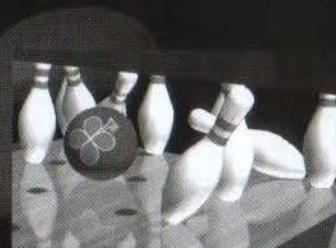
Adjust bowler's position

START button

Pause/Menu

SCORING

The number of pins knocked down by the bowler's first ball is placed to the left of the box in the upper-right corner of that frame on the scorecard, except when a strike is scored. If a strike is scored, an "X" is placed in the box. The number of pins knocked down by the second ball is then placed in the box. If a spare is scored, a "/" is placed in the box. If no pins are hit by the ball, a "-" is placed on the scorecard. The total number of pins scored for each frame is placed on the bottom row under the box. If a strike is bowled, the score for that frame is ten plus the number of pins knocked down by the next two balls. If a spare is bowled, the score for the frame is ten plus the number of pins knocked down by the next ball.



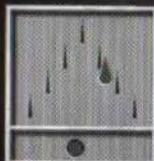
HOW TO BOWL

Position your bowler:

The position of the bowler is indicated by the circle in the lower Aiming Display. Move the **Directional pad** left or right to adjust your bowler's position.



Position your aiming mark:



Where you are aiming, the small arrow in the upper section of the Aiming Display indicates your throw. Moving the **Left Thumbstick** left, right, up, and down will adjust your throw target position.

Now get ready to bowl!

Controlling the Ball:

You will need to press the **A** button a total of four times to bowl your ball at the pins. Everything depends on the timing of your clicks.

Button Press One: START:

This press starts the needle moving clockwise on the meter.

Button Press Two: POWER:

This press determines how hard you bowl. The harder you throw the ball, the more difficult it is to bowl accurately. At 100% power (at the top of the meter), you only have one second to correctly press the button again for accuracy. At 50% power, you have a whole TWO seconds to time your accuracy.

Each tic mark represents more power, and pressing the **A** button a second time at "12 o'clock" on the meter is ideal and will give you the best combo of power and control. The longer you wait to hit the **A** button a second time, the faster the meter will move on the way down – making it tougher to aim properly. After you press the **A** button the second time, the indicator continues back to the start point in a counter-clockwise direction for the third button press.

Button Press Three: ACCURACY:

This button press determines how accurately you place your ball in relation to where you have aimed your throw. The harder you bowl, the harder it is to place your ball accurately. Press the **A** button in the exact center (i.e., 6 o'clock) of the meter's gray area for 100% accuracy.

Press the **A** button to the left or right of the center and you may be as much as two feet off the target you aimed for.

After the Accuracy selection, the indicator continues back to the start point for the final button press.



Button Press Four: SPIN:

This tic mark determines how much spin you use – regular spin, backspin, or no spin on the ball. Throwing a ball with no spin sends the ball straight down the alley. Pressing the **A** button when the indicator is to the left of the start point puts spin on the ball, so that the ball hooks towards, or across, your body. It will spin to the left for a right-handed bowler, to the right for a left-handed bowler. Pressing to the right of the start point will throw the ball with backspin, which makes the ball move away from your body towards the gutter (i.e., to the right for the right-handed bowler, to the left for a left-handed bowler).

The farther to the left or right of the start point you press, the more spin you will put on the ball.

It can take some time to get used to the timing and rhythm necessary to consistently bowl well. Just like in real bowling, it isn't always as easy as it looks, and getting really good takes a lot of practice. Be patient and keep at it. If you're having difficulty, try using less power to give yourself more time to get the accuracy and spin presses just right. You'll be bowling strike after strike in no time!

Oil:

The oil pattern on a lane can affect the path of your ball by determining where and how it "grips" the lane. If you place spin or backspin on a ball, it will not have as much effect on the path of the ball when it is moving over oil as compared to when it is moving over parts of the lane without oil. You can view the oil pattern of the lane at any time by pressing the **X** button. This pattern will change the more you bowl on the lane, so it's a good idea to check it from time to time to see how the oil has been moved around by the balls as they roll down the lane.



Switching Bowling Balls:

You can switch between your strike and spare ball by pressing the **B** button before you throw your ball.



START A NEW GAME

Generally, to select menu items, use Up and Down on the **Directional pad** to move through the menu item choices. Left and Right on the direction pad will cycle through the available options for each menu item. Pressing the **A** button will execute.

Open Bowling

Regular Game:

Creating a new single game allows you to play one game by yourself or against up to three human and/or computer opponents. There are no teams in a regular game. You can customize the lane where you bowl, whether you want to use "regular" or "pro" pins, and how many frames you want to bowl. Move to the "Bowl" option and press the **A** button when you are ready to begin.

Team Game:

This mode is essentially the same as a regular game, with one exception. Players are placed by you onto one of two teams. Each team can have up to four human or computer players per team.

Practice Mode:

During practice you do not bowl a complete frame, but will bowl with a new set of pins each time. If you wish to practice different shots, you can add and subtract the appropriate pins from the pin display in the top left part of your screen. Pressing the **Y** button will put you into "Pin Selection" mode (instead of the scoreboard, since there is no score in practice mode). While in Pin Selection mode, the pin display will have a pin highlighted that can be toggled on or off by



pressing the **A** button. You can change the highlighted pin using the left thumbstick or directional pad. When you are happy with the pin selection, press the **Y** button again to take you out of Pin Selection mode. This is a good way to practice picking up difficult splits or shots that give you trouble during regular games. If you want to practice an entire game, play in regular game mode and play by yourself, or practice with a friend.

Tournament

For both Match Play and Shootout modes, the Replay option lets you play any round or match you have previously played. You can save any tournament in progress by choosing the Save option and saving your game to one of the save game slots. The current match or qualifying round will appear to the right of the Save option.

Match Play:

Match Play allows you to compete in a tournament with 8, 16, or 32 human and/or computer opponents. Bowlers play head-to-head in elimination rounds. You can choose to have between zero and three qualifying rounds and vary the number of frames you will bowl in each round of the competition.

Shootout:

This format features four rounds of competition that you must move through to win the shootout. After you select your bowler, you'll see a ladder of competitors that goes from top to bottom. The winner of the first three-bowler shootout at the top of the ladder moves on to the next round until you reach the finals, which consists of two bowlers. The bowlers are randomly placed on the ladder, so each time you can face a different lineup.

Load Saved Game:

You can save any Match Play or Shootout game in progress and load it again later to continue playing. To load a saved game, use the **A** button to select the "Load Saved Game" option and then the saved game you want to play from the list.

General Options

Replay Controls:

By pressing the **Left trigger** during gameplay, you can replay the last shot using the "Replay Mode". In this mode, you can fast-forward, rewind, pause, and play back your or an opponent's shot. Use the **Right thumbstick** to move time forward or backward, much like you would do with a VCR. The display at the bottom of the screen indicates the current playback position with respect to the total length of time. If you want to change the camera angle, use the **Right trigger** to cycle through the available camera angles. To return to your game, press the **Left trigger** again at any time.



Scoreboard:

To view the current score before a shot, press the **Right trigger**. To return to your game, press the **Right trigger** again.

Line	1	2	3	4	5	6	7	8	9	10	TOT
Stash R.	8.3	5.7	14							18	
Milo S.		9.7	9.2							19	

Stash R Last Ball Speed 17.6 mph

Change Camera Angle:

Cycle through the various camera angles by pressing the right trigger before your shot.

Game Pause Menu:

Pressing the **START** button pauses the game and brings up a menu of options. You can adjust the sound settings, quit the game, or resume playing.

Sound Settings:

You can increase, decrease, or mute the volume of the music and sound effects for AMF BOWLING 2004 by highlighting either of these options and pressing the **A** button to cycle through volume settings.

CREATE OR MODIFY BOWLERS

You can create your own custom bowler by selecting the Create or Modify Bowlers option from the main menu. First, you must specify a name for your bowler. Select an empty slot for your new bowler and then give your bowler a name. You can enter the name with the **A** button. Select Done when you are finished naming the bowler. This is the name the bowler will be saved under for future use. When you go to bowl a game, you will be able to use any bowlers you have created by selecting the "Amateur" option.

After you select a name and customize the many options for your bowler's clothing and appearance, you can also assign a strike and spare ball for them to use. These can be one of the game's pre-made balls, or a custom ball that you have created. Once you are satisfied with your selections, you can select the "Save Bowler" option to save the bowler in the slot you designated, "Delete Bowler" to get rid of your already saved bowler or press the **B** button to go back to the main menu without saving any changes you have made. If you want to edit the attributes of a bowler you have already created, select the bowler from the list and change any of the attributes you want. Be sure to Save your changes, or else they will not be kept.



CREATE OR MODIFY BOWLING BALLS

Not only can you create your own custom bowler, but you can create special bowling balls as well. This option lets you create and save custom bowling balls, then go back and edit them later if you want.

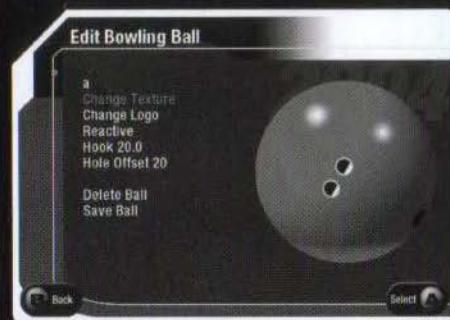
Change Texture - Change the color of your ball.

Change Logo - Choose from a variety of different logos for your ball.

Ball Surface - This determines what kind of material you want your ball to be made of: Proactive, Reactive, Urethane, Polyester, or Plastic. Proactive balls are much more inclined to hook, while plastic balls are more likely to go straight. The other choices in-between offer varying degrees of hook.

Hook - This allows you to further customize how much hook your ball will have. You can adjust this figure to adapt to your throwing style. The higher the hook number, the greater the hook will be.

Hole Offset - Moves the position of the finger holes in the ball to allow for more or less hook on the ball.



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